

# TOKEN HUNTER

The official  
publication  
of the National  
Utah Token  
Society (NUTS)



Dedicated to the  
collecting, recording  
and preserving  
of Utah's historical  
medals tokens and bottles

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## \*\*\*\*\* NEXT MEETING \*\*\*\*\*

Thursday, Feb. 26

7:00 PM

Redwood

Multipurpose Center

3100 S. Redwood Road  
Salt Lake City, Utah

| FEBRUARY |    |    |    |    |    |    |
|----------|----|----|----|----|----|----|
| S        | M  | T  | W  | T  | F  | S  |
| 1        | 2  | 3  | 4  | 5  | 6  | 7  |
| 8        | 9  | 10 | 11 | 12 | 13 | 14 |
| 15       | 16 | 17 | 18 | 19 | 20 | 21 |
| 22       | 23 | 24 | 25 | 26 | 27 | 28 |
| 29       |    |    |    |    |    |    |

Roger Child

Will Demonstrate

Marble Making

## \*\*\*\*\* DRAWING \*\*\*\*\*

Promptness Prize: 1944 Walking Liberty Half Dollar

Raffle Prizes: Two Stenacher Tokens, good for 12 ½ cents

Independent Coal Company good for 1 Electric Exploder

Corner Bar, Kemmerer, Wyoming, good for 5 cents

Brigham City Transit Token

Annex, good for 10 cents in trade

American L & W, SLC good for 2 ½ cents

Semloh Cigar Stand, SLC

Newhouse Cigar Stand, SLC, good for 12 ½ cents

H & M #17 SLC Good for 25 cents

H & M #6 good for 25 cents

H & M with "2" cutout, Ogden, good for 25 cents

H & M with "bell" cutout, good for 25 cent cigar

Grand Prize: 2½ PESO MEXICAN GOLD

# **February 26, 2004 NUTS Meeting**

## **Bring a Display**

of things you've found this year, or things you've been collecting. Bring it on a tray or in a shoebox, or in a rusty bucket – doesn't matter, we just want a chance to see what you've been up to. We will vote on our favorite display.

## **Promptness Prize**

Those who come to the meeting on time and sign the log book, might win the drawing for a nice coin.

## **Awards and Prizes Presented**

We still need to catch up on find of the month awards from last year. If you are owed some silver dimes, you will get them.

**NUTS Medal Design for 2004** will be decided upon

## **Plan Activities for This Year**

We need to plan our club hunt for this year. If you have any suggestions for a location, please speak up.

## **Marble Making – Roger Child**

Roger will show us his method for hand making marbles from molten glass. He will answer any questions you might have on how different kinds of marbles are made.

**Pay your Dues** If you haven't already

## **Raffle Drawing**

Try for your favorite prize, and help the club grow, and have fun.



## President's

## Message

Some of your most enjoyable memories will be times spent with your friends sitting around the glow of a campfire, telling stories of good hunts. Now is the time to plan your trips, and while you're at it, plan to take a few good stories along too.

*Rich*

I find the great thing in this world is not so much where we stand, as in what direction we are moving: To reach the port of heaven, we must sail sometimes with the wind and sometimes against it - but we must sail, and not drift, nor lie at anchor.

- Oliver Wendel Holmes



**The Ogden Gem and Mineral Show** will be at the Ogden Union Station on March 12, 13 & 14. The Trails West Artifact Society will have a display table. You might want to come and have a look.



# Book Review

## **The Utah Gold Rush, The Lost Rhoads Mine and the Hathenbruck Legacy** By Kerry Ross Boren and Lisa Lee Boren

This is the last of the books I will recommend for this year. The weather has turned, and you will have time to look at only one more book before the last of the snow melts. I have saved the best for last.

About 2 years ago, Lisa Lee Boren spoke to our club. She brought 3 books that she and her husband wrote about the legendary lost treasures of Utah, The Gold of Carre-Shinob, The Utah Gold Rush, and Following the Ark of the Covenant. I think The Utah Gold Rush is the best one. It tells about the life of F. W. C. Hathenbruck.

Sometimes, when we look back at history, it's fun to play a "what if" game. What if the South had won the Civil War? What if Al Gore had become president? What if F.W.C. Hathenbruck had become King of Germany instead of Kaiser Wilhelm? There wouldn't have been a World War I, therefore no World War II, no need to invent an atomic bomb. Planet Earth would be on a whole different time line. Forgive me, I got carried away. I saw the movie "The Butterfly Effect" last week, and I haven't yet fully recovered.

F. W. C. Hathenbruck wasn't crowned king, but came to America. He had studied geology, and medicine in Europe. For a while he worked as a doctor for the U.S. Army. He was the one who signed General Custer's death certificate. He came to Utah, and had a medical practice and a general store. Here is where he met Caleb Rhoads.

The authors make every effort to provide full documentation for their story, which detracts somewhat from the flow of the story but they are insistent that this is a true account, and want to provide proof.

The story is about F. W. C. Hathenbruck's attempt to open one of the Lost Rhoads Gold Mines, which happened to be on the Ute Indian Reservation. It includes gunfights, corrupt politicians, and the supernatural.

If you have ever dreamed about the Lost Rhoads Mines, read this book

*Karen*

# Marbles

## by Dagonell the Juggler

Marbles predate recorded history. Not only have marbles been found in Egyptian tombs as well as Greek and Roman excavations, but also in archaeological digs dating back to the Ice Age on every continent. The Roman poet Ovid mentions marbles. Pieter Bruegel, a 16th century Flemish painter, depicts children playing marbles in "Children's Games" (1559). "Cherry Pit", a marble game, is mentioned in Shakespeare; 'Tis not gravity to play at cherry-pit with Satan.' [Twelfth Night, Act iii, Sc. 4, Ln. 129]. Settlers to the New World found Amerinds playing marble games. The game has even contributed to our language. The phrases "going for all the marbles", "losing one's marbles" and "knuckling down to business" all come from the children's game of marbles.

A number of marble games follow. Bear in mind that rules varied wildly from region to region and making up a game on the spot was not at all unusual. Players should also agree in advance whether they are playing 'for fair' (all marbles returned to owner) or 'cut-throat' (winner keeps, loser weeps).

**RING TAW** (aka **RINGERS**, **RINGO**) -- A one foot ring is drawn inside of a ten foot ring. Each player puts in a number of 1/2" marbles so that there is about a dozen marbles in the smaller ring. At the NMT, thirteen marbles supplied by the organizers are arranged in a cross at the center of the ring and there is no one foot ring. Shooting order is determined by 'lagging', shooting to see who can get closest to a designated line. The first player, starting outside the ten foot circle, attempts to thumb his 'taw' (a 3/4" shooting marble) to knock a target marble out of the large ring while keeping the taw inside the ring. If he succeeds, he shoots again from where the taw stopped. 'Sticking' or shooting seven consecutive marbles out of the ring and winning the game without giving an opponent a turn is usually good for two days of playground bragging rights. If the player fails to knock a target marble out of the ring, or his taw leaves the ring, his turn is over and next player takes his turn. At NMT, if your taw is in the ring at the end of your turn, you must remove it. In informal games, if your taw is in the ring, it becomes a legitimate target and any player who hits it out collects a forfeit from you. Players should agree in advance whether to use this rule. Play alternates until one player has knocked a majority of the marbles out of the ring. The process of picking the best possible position for starting is referred to as 'taking rounders'.

**BOSS OUT** (aka **LONG TAWL**) -- First player shoots one marble. Second player tries to hit the first player's marble. If he hits it, he collects both marbles. If the two marbles are close enough, he can attempt to 'span' them. He places his thumb on his own marble and his index finger on his opponent's marble. He then draws his hand up while bringing his fingers together. If the two marbles hit, he collects both marbles. If he misses, the first player may shoot at either marble on the field. If a player collects the last marble on the field, he must shoot a marble for the next player to shoot at.

**BRIDGEBOARD** -- A board with nine cutouts along one edge is propped up on that edge to form nine archways. The numbers 6, 2, 3, 1, 5, 8, 7, 9, 4 are painted over the arches, one number over each arch. Players try to shoot through the holes and win the number of marbles indicated by the number above the hole. Any marbles which miss become the property of the board owner. The board may also be used to play NINE HOLES.

**BUN-HOLE** -- A one-foot wide hole is dug in the center of the playing field. Players attempt to get a marble as close as possible to the hole without going in. Whoever's marble comes closest without going in wins a marble from each player. Knocking in your opponent's marble is permitted.



**CHERRY PIT** -- This is the reverse of RING TAW. A one-foot wide hole is dug in the center of a ten-foot circle. Each player places a number of marbles around the hole so that there is about a dozen marbles surrounding the hole. Players take turns trying to knock marbles into the hole. Like Ring Taw, as long as marbles are knocked into the hole and the taw remains in the ring, players may continue to shoot. If a taw goes into the hole, the owner must forfeit a number of marbles and place them around the hole to 'buy back' his shooter.

**HUNDREDS** -- Both players try to shoot their taws into a one-foot hole. If both taws go in, players start over. If one player's marble goes in and the other player's marble doesn't, the player whose marble went in scores ten points. If neither player's marble goes in, the first player now tries to hit the second player's marble. If he hits it, he earns ten points and another chance to shoot his marble into the hole for ten points. If he misses either his opponent's marble or the hole, the second player tries to hit the first player's marble for ten points and another try at shooting his marble into the hole for ten points. Whenever a marble goes into the hole, both players start over from the starting line, otherwise all shots are made from wherever the marble stopped rolling. First player to reach one hundred points wins.

**NINE HOLES** -- This name is given to two different marble games. The first game is Miniature Golf played with marbles. Players construct a miniature golf course from materials at hand and take turns shooting their marbles around, through, and over the obstacles they've built. First player to complete nine holes wins.

The second version of the game is played with a bridgeboard. Players take turns shooting their marbles through the arches in numerical order. Arches that are shot through out of sequence don't count. A successful shoot through the correct arch entitles the shooter to an additional turn. First player to send his marble through all nine holes in the correct order wins.

For more information on marbles and marble games, contact either: Marble Collectors Society of America (MCSA), P.O.Box 222, Turnbull CT 06611 or Marble Collectors Unlimited (MCU), P.O.Box 206, Northborough MA 01532.

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Harry Frederick  
Campbell  
1937 ~ 2004



Harry Campbell, who wrote  
Campbell's Tokens of Utah,  
was one of the founders of  
the NUTS Club.

Harry Frederick Campbell passed away January 18, 2004.  
Born February 20, 1937 in Wendover, Bucks's, England.

He was a member of Numismatic Society and was an avid historian. Harry lead a very active and colorful life and will be missed by many.

Survived by sons, John and Peter; grandson Sean; sisters Heather, Grace, Judy, and Ruth; brothers, John and Bill.

Funeral services will be held Wed., January 21st, 11:00 a.m. at Mt. View Memorial Mortuary, 3115 E. Bengal Blvd. A viewing will be held one hour prior to services.

## ALL ABOUT COINS

Bob Campbell  
Professional Numismatist

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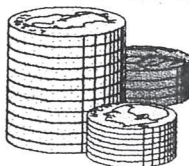
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**Rich Secor**

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